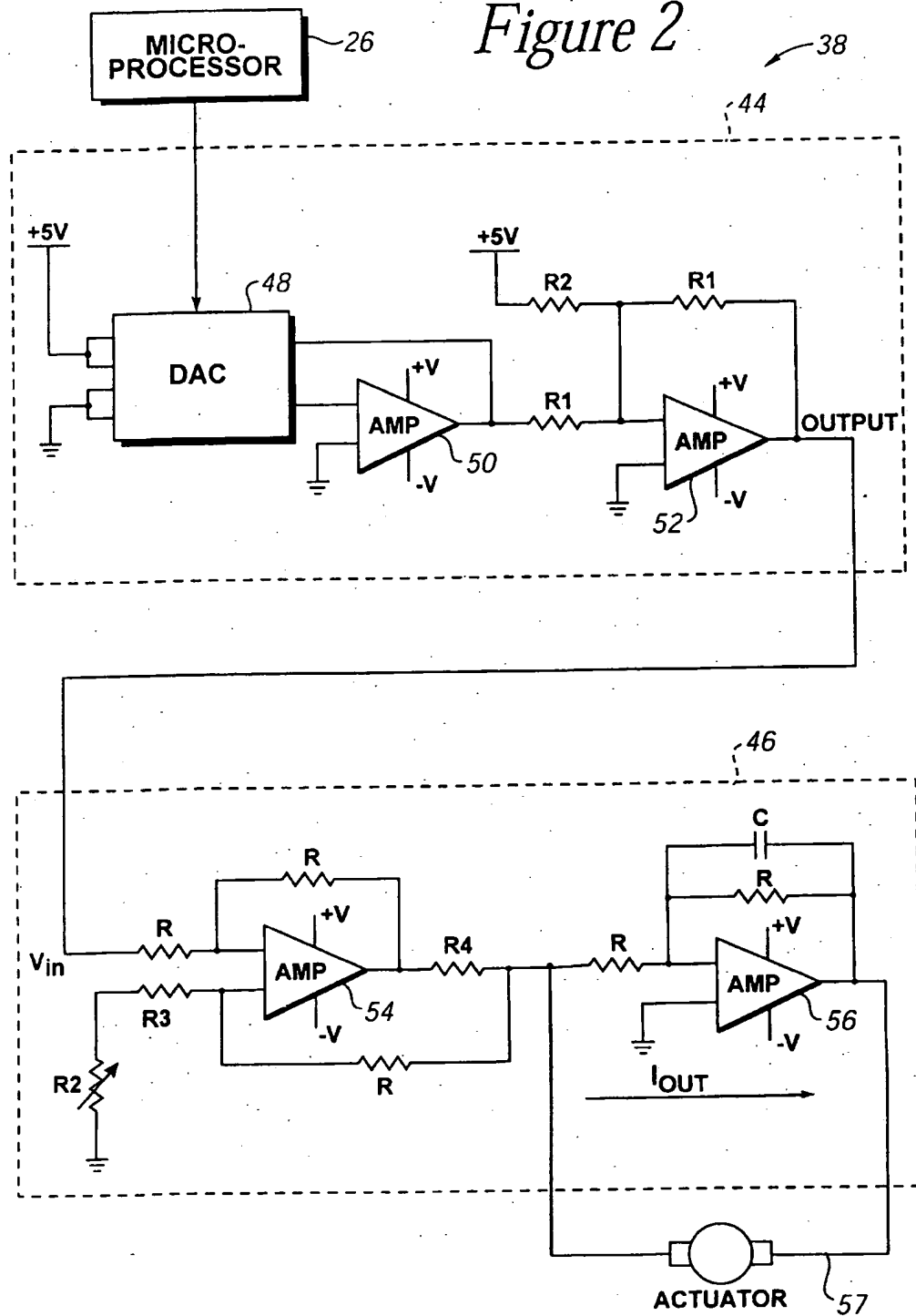


Figure 1



Figure 2





David B. Ritchie
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Our Docket No.: IMMR-0015A (034701-268)

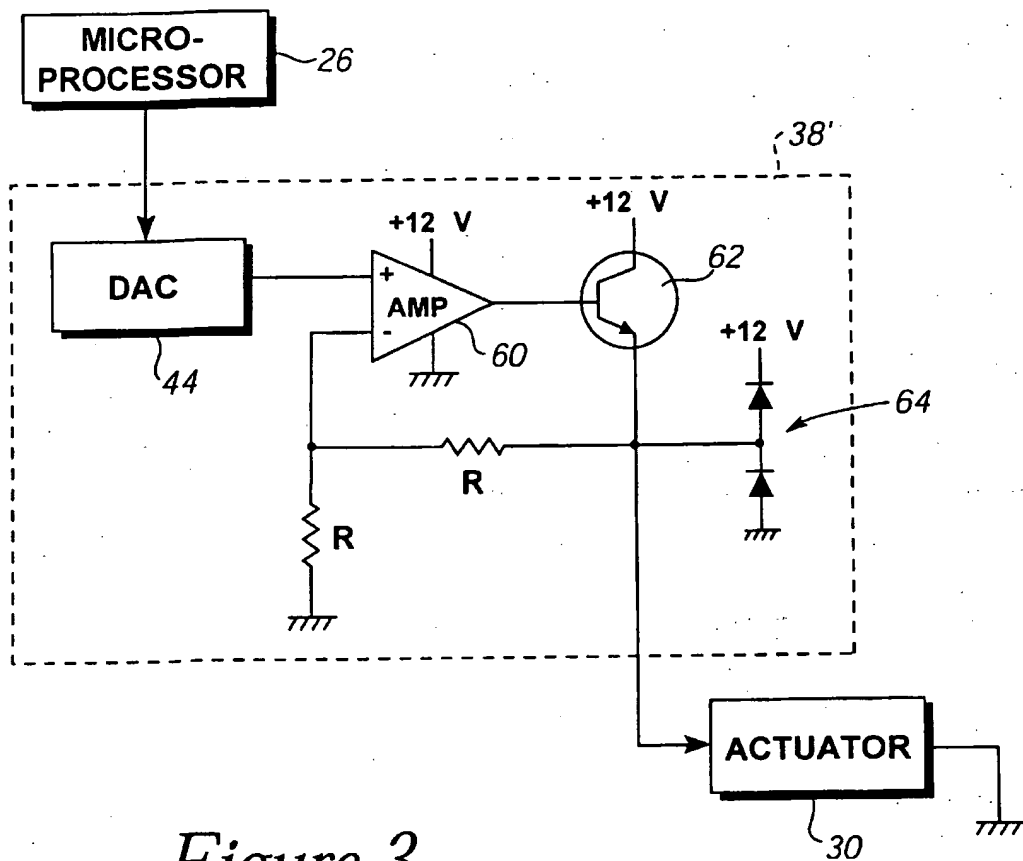


Figure 3

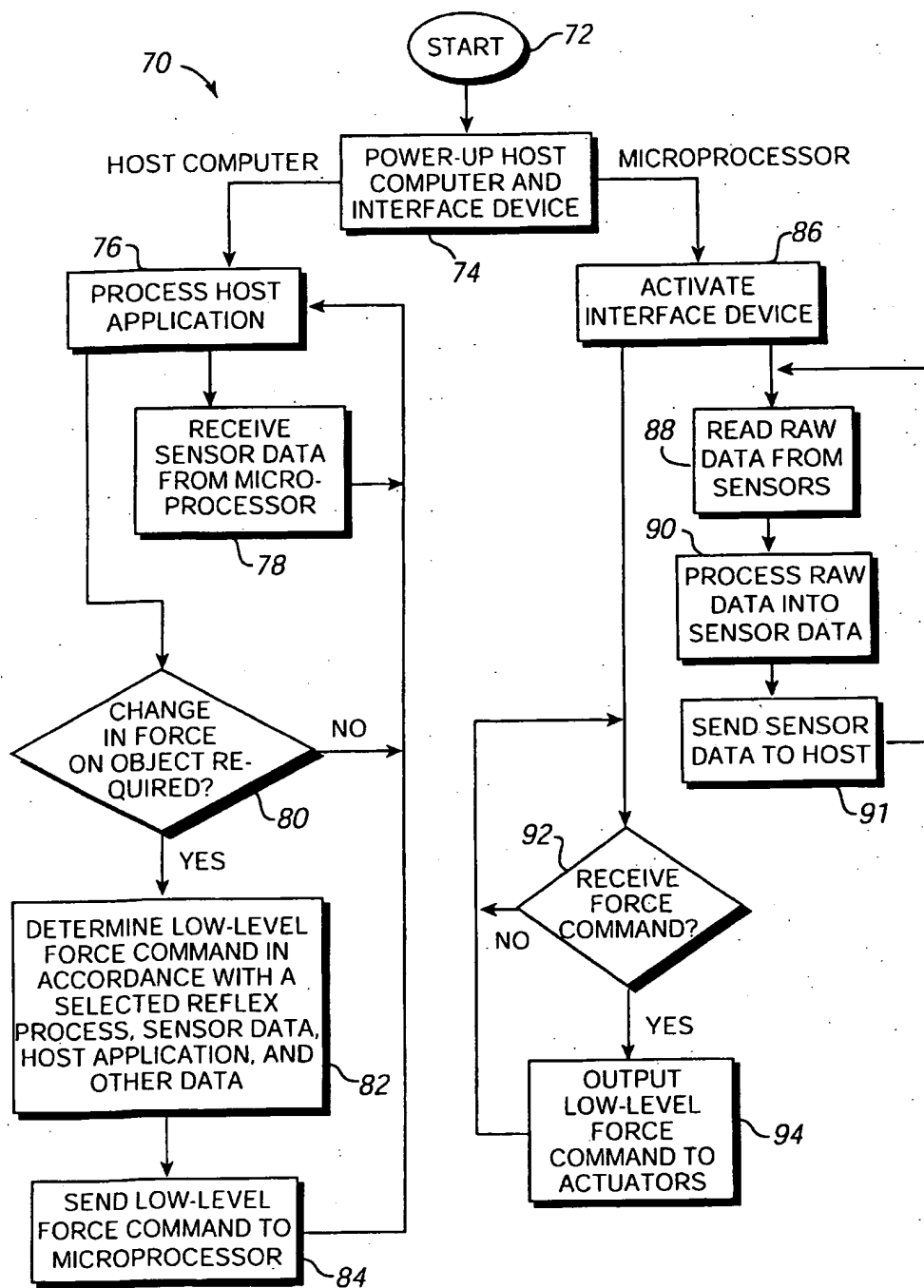


Figure 4

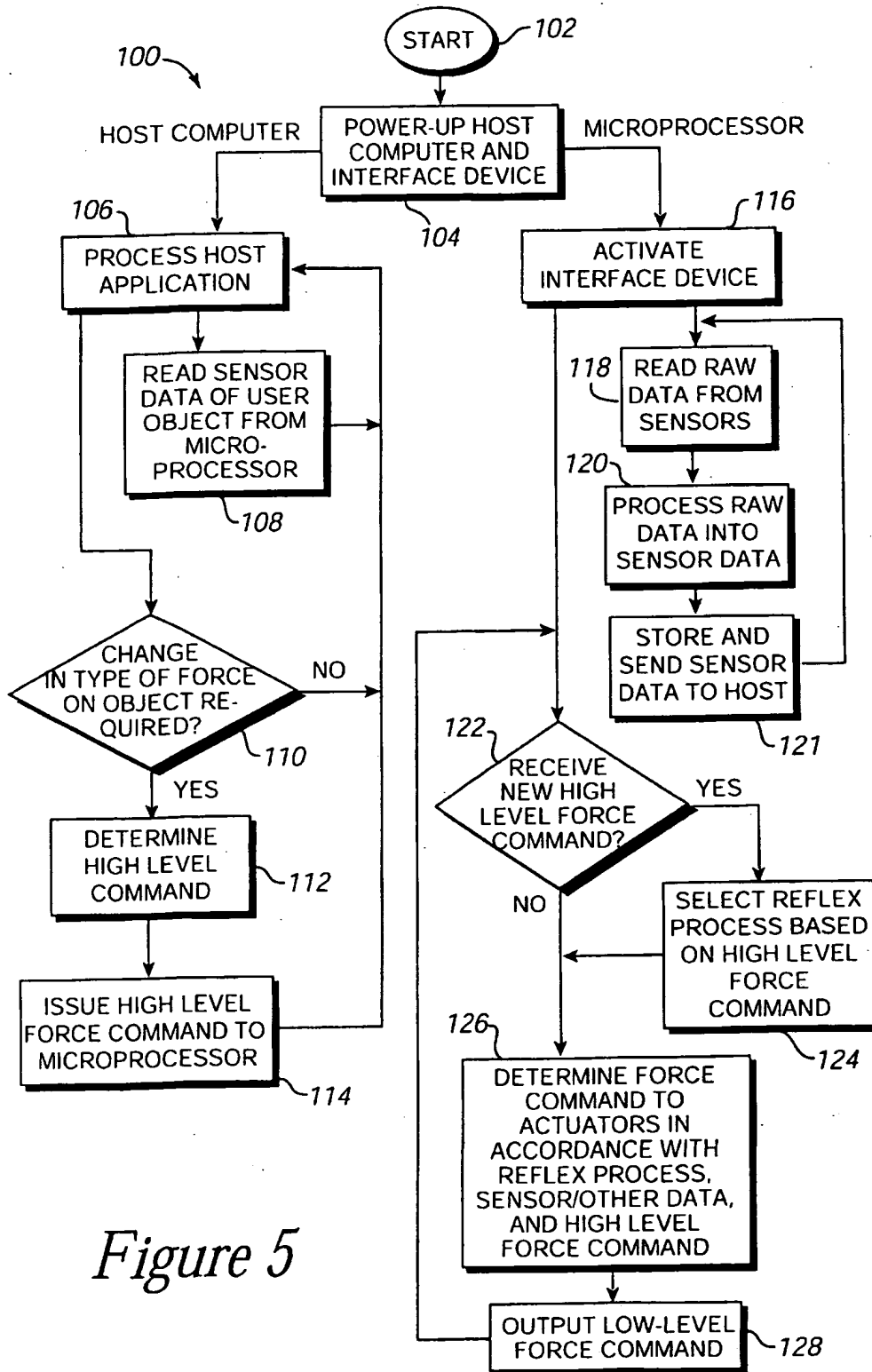


Figure 5

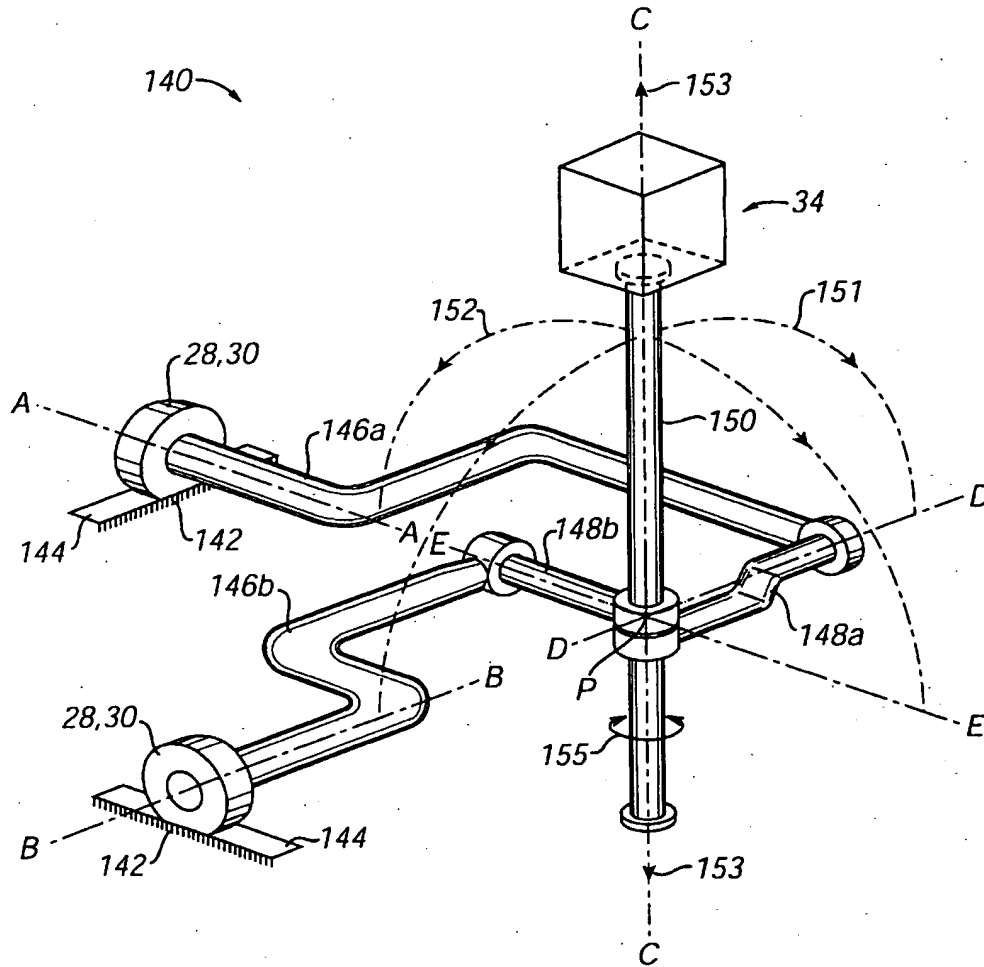


Figure 6

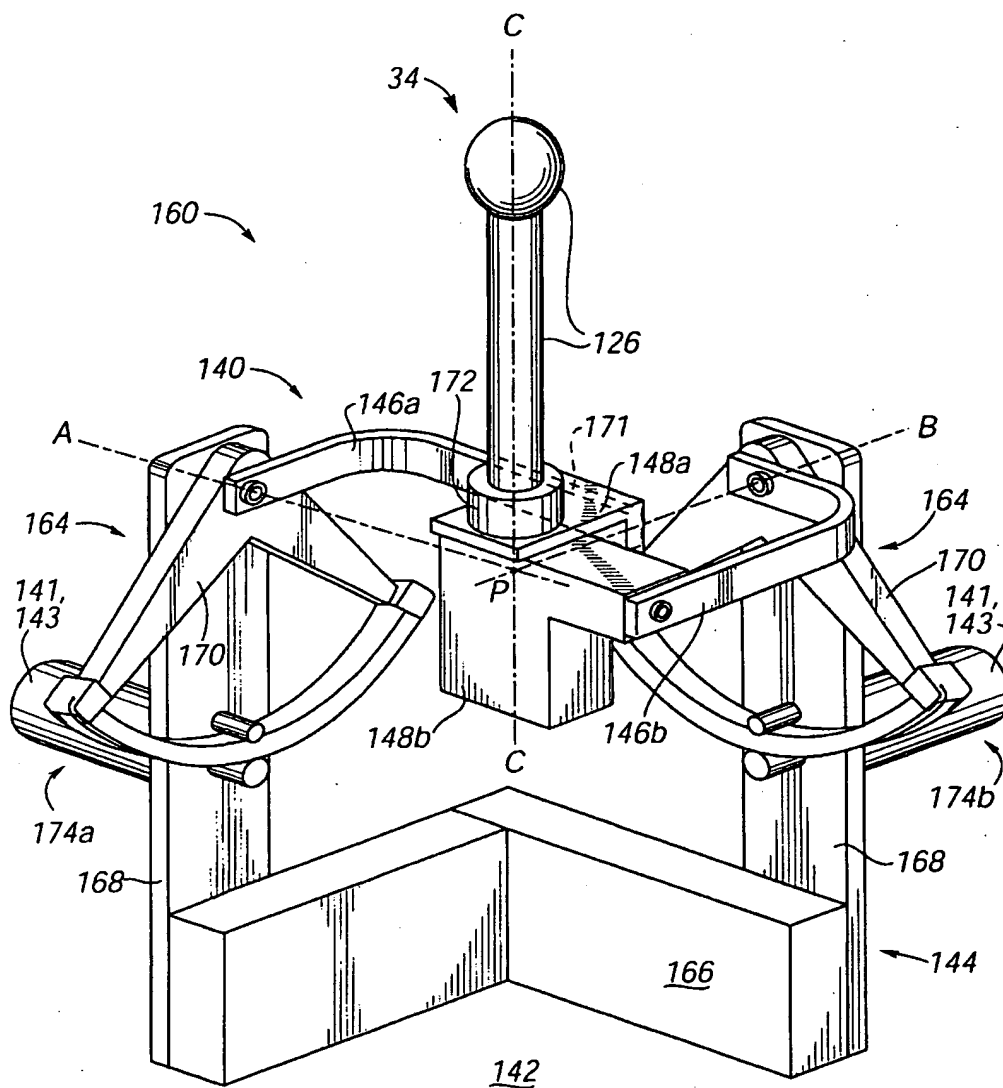
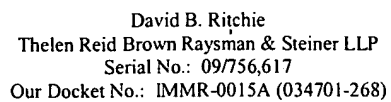


Figure 7





RATE CONTROL COMMANDS

<u>FORCE</u>	<u>EXAMPLE OF COMMAND AND PARAMETERS</u>	<u>SUBCLASS</u>
RESTORING	R_FORCE (MAGNITUDE, DURATION, STYLE, DEADBAND)	CONDITION
RESTORING SPRING	R_SPRING (COEFFICIENT, DURATION, STYLE, DEADBAND)	CONDITION
SLUGGISH STICK	SLUG (COEFFICIENT, DURATION, STYLE)	CONDITION
UNSTABLE	UNSTABLE (MAGNITUDE, DURATION, STYLE)	CONDITION
VECTOR	V_FORCE (MAGNITUDE, DURATION, DIRECTION)	OVERLAY
VIBRATION	V_VIBRATE (MAGNITUDE, DURATION, DIRECTION, FREQUENCY, STYLE)	OVERLAY
WOBBLE	WOBBLE (MAGNITUDE, DURATION, STYLE)	OVERLAY
BUTTON	B_FORCE (MAGNITUDE, DURATION, DIRECTION, BUTTON, AUTOFIRE)	OVERLAY/CONDITION
JOLT	JOLT (MAGNITUDE, DURATION, DIRECTION)	OVERLAY

Figure 9

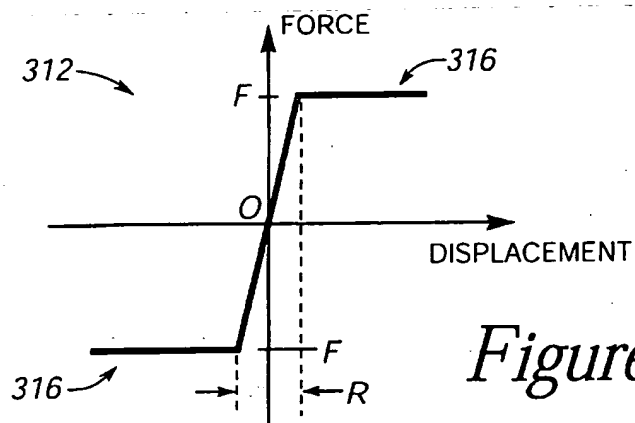


Figure 10a

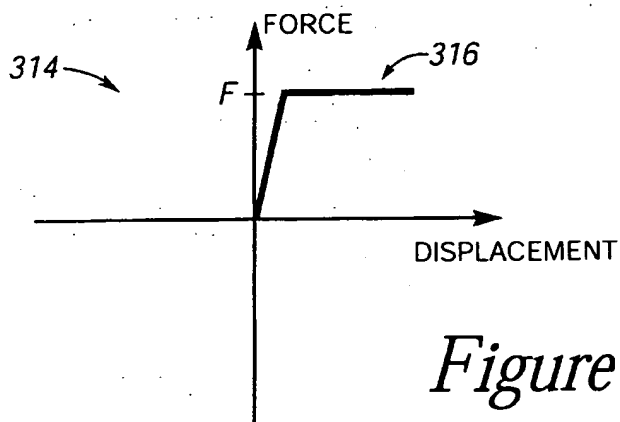


Figure 10b

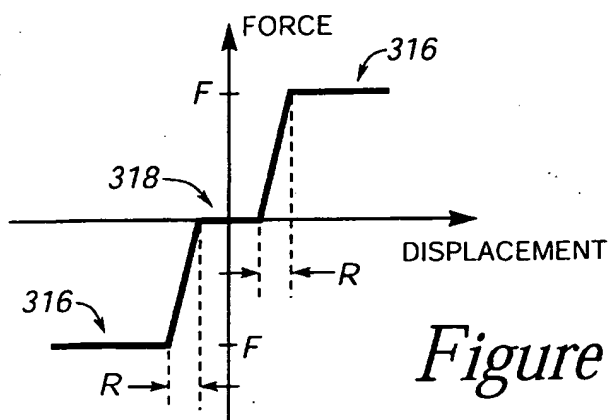


Figure 10c



David B. Ritchie
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Serial No.: 09/756,617
Our Docket No.: IMMR-0015A (034701-268)

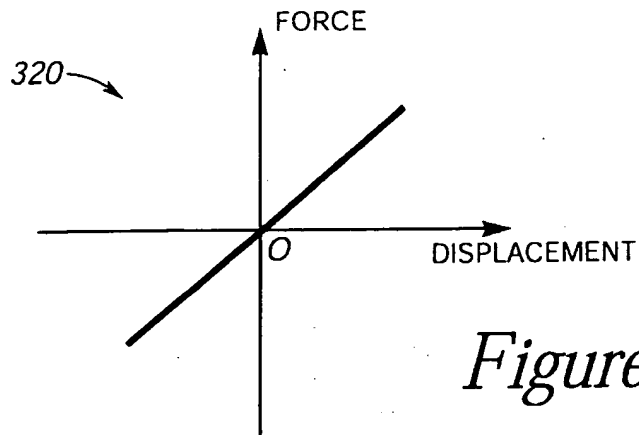


Figure 11a

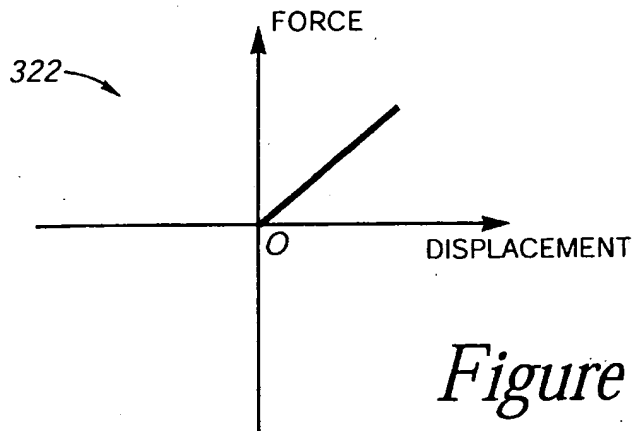


Figure 11b

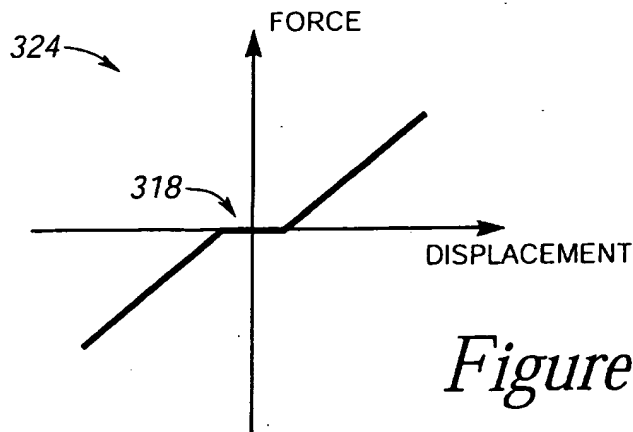


Figure 11c

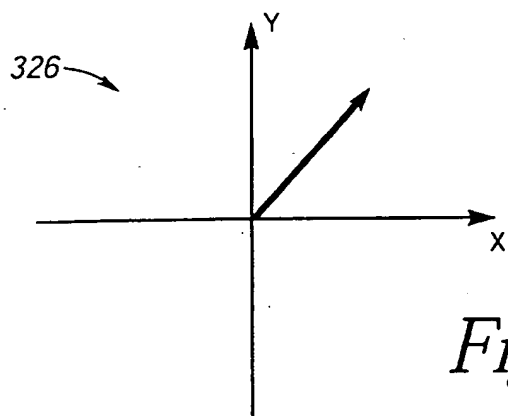
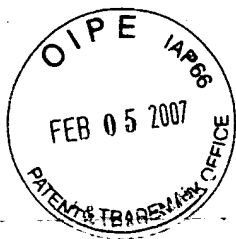


Figure 12

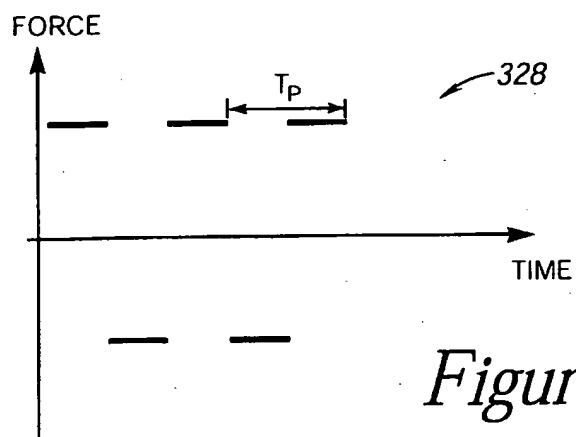


Figure 13a

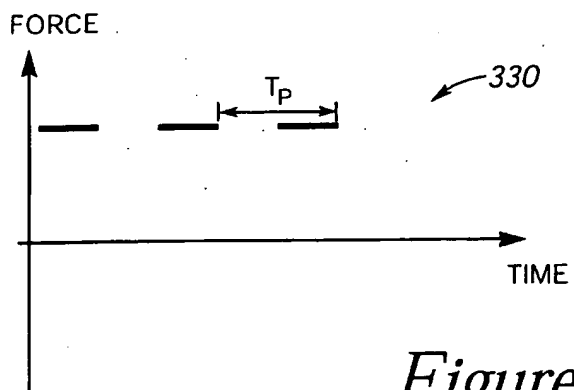


Figure 13b



332 →

334 →

336 →

338 →

340 →

<u>POSITION CONTROL COMMANDS</u>	
<u>FORCE</u>	<u>EXAMPLE OF COMMAND AND PARAMETERS</u>
VECTOR	P_FORCE (MAGNITUDE, DIRECTION)
GROOVE	GROOVE (MAGNITUDE, STYLE, SNAP-DISTANCE)
DIVOT	DIVOT (MAGNITUDE, STYLE, SNAP-DISTANCE)
TEXTURE	TEXTURE (MAGNITUDE, DENSITY, STYLE)
BARRIER	X_BARRIER (MAGNITUDE, LOCATION, SNAP-DISTANCE)
FIELD	FIELD (MAGNITUDE, ORIGIN, SENSE)
PADDLE	PADDLE (MASS, GRAVITY, COMPLIANCE, SENSE)
BUTTON	BUTTON (MAGNITUDE, DIRECTION, BUTTON, AUTOFIRE)

Figure 14

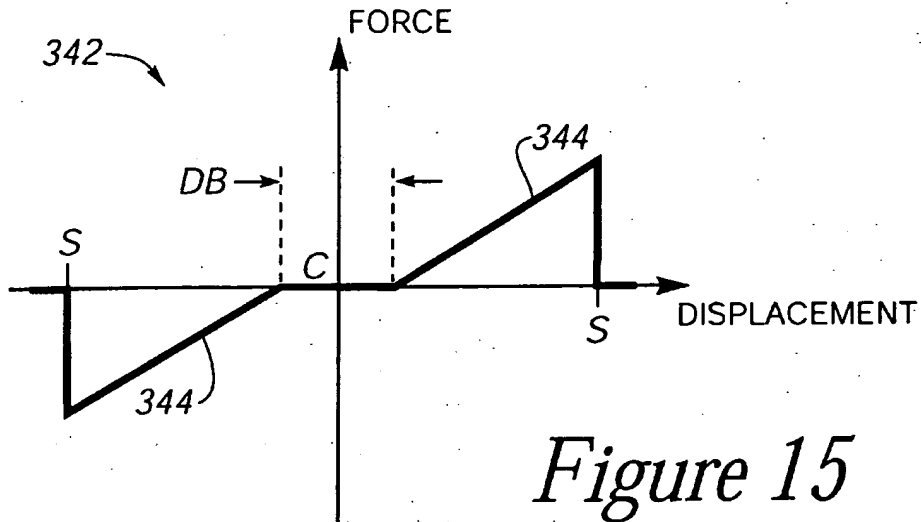


Figure 15

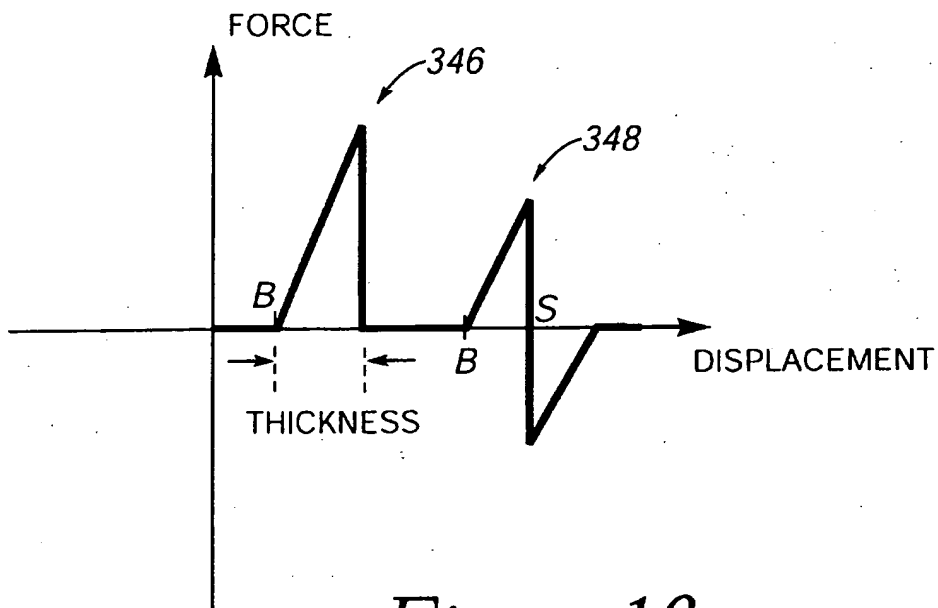


Figure 16

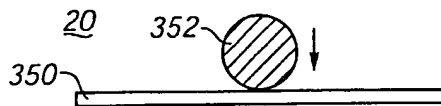


Fig. 17a

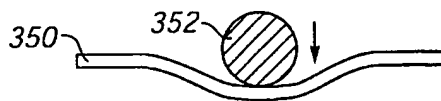


Fig. 17b



Fig. 17c

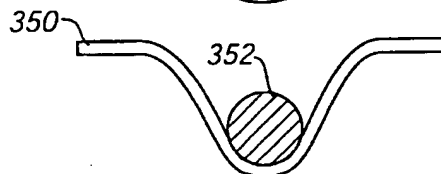


Fig. 17d

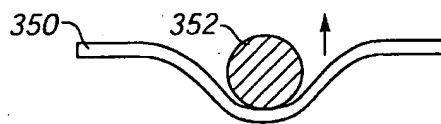


Fig. 17e

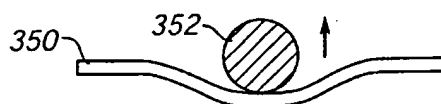


Fig. 17f

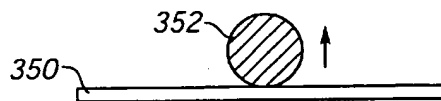


Fig. 17g

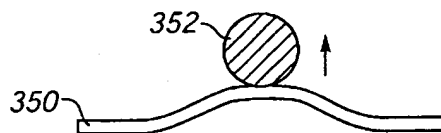


Fig. 17h

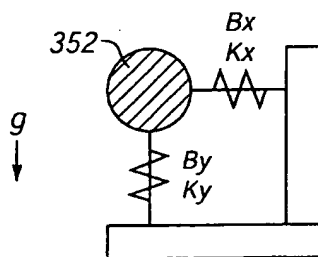


Fig. 17i

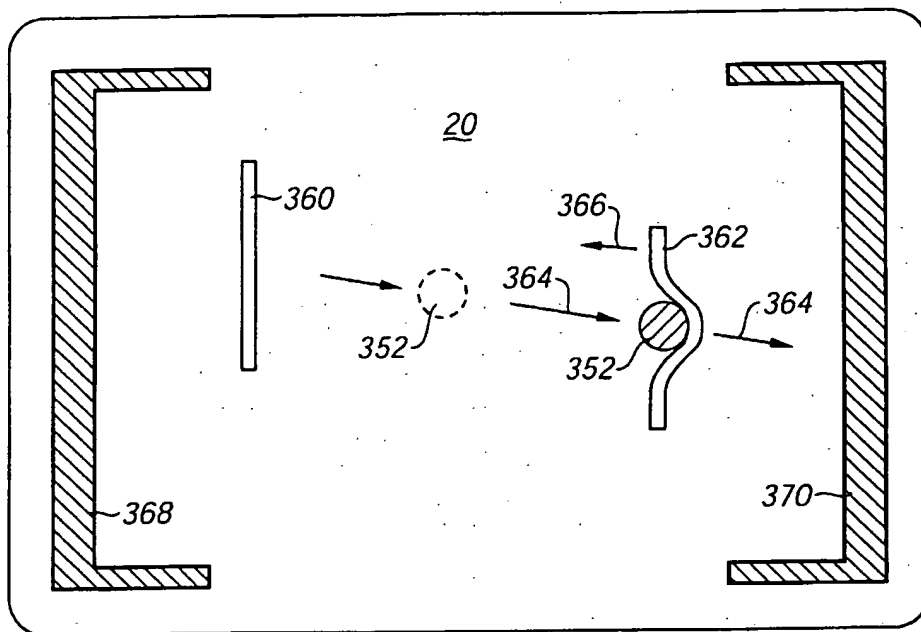


Figure 17j

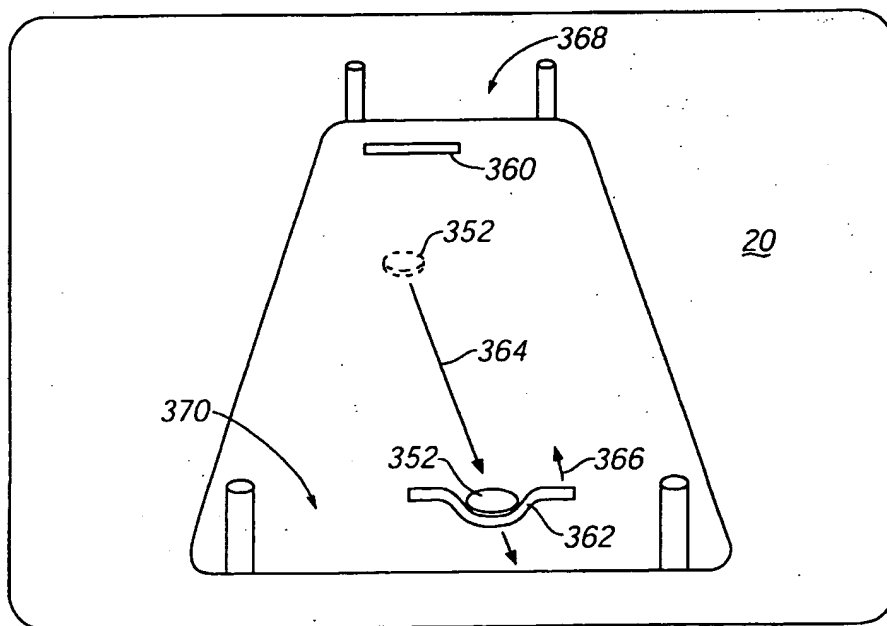
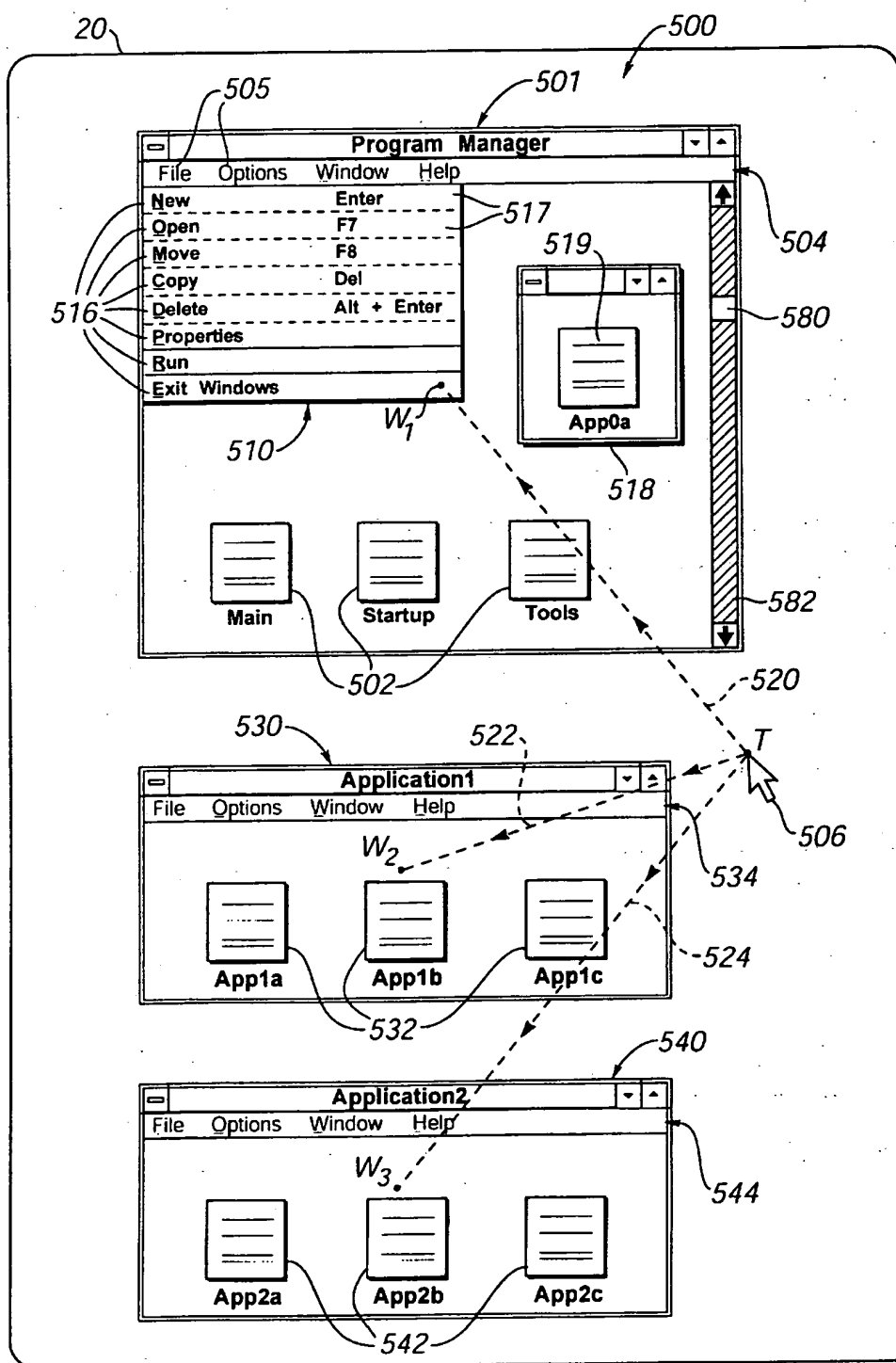
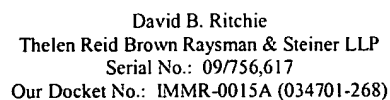


Figure 17k

The diagram shows a graphical user interface (GUI) window titled "Program Manager" (501). The window has a menu bar (505) with the following options: File, Options, Window, and Help. The main content area (504) displays three icons (502a) labeled "Main", "Startup", and "Tools". Each icon contains a small graphic of a person. A dashed line (507) connects a point labeled "W" (representing a window) to a point labeled "T" (representing a target or cursor). A solid line (502) connects the "Main" icon to the "Startup" icon. A solid line (506) connects the "Startup" icon to the "Tools" icon. A dashed line (507) also connects the "Tools" icon to the point "T". Dimensions R_1 and R_2 are indicated: R_1 is the vertical distance between the top and bottom of the icons, and R_2 is the horizontal distance between the icons.



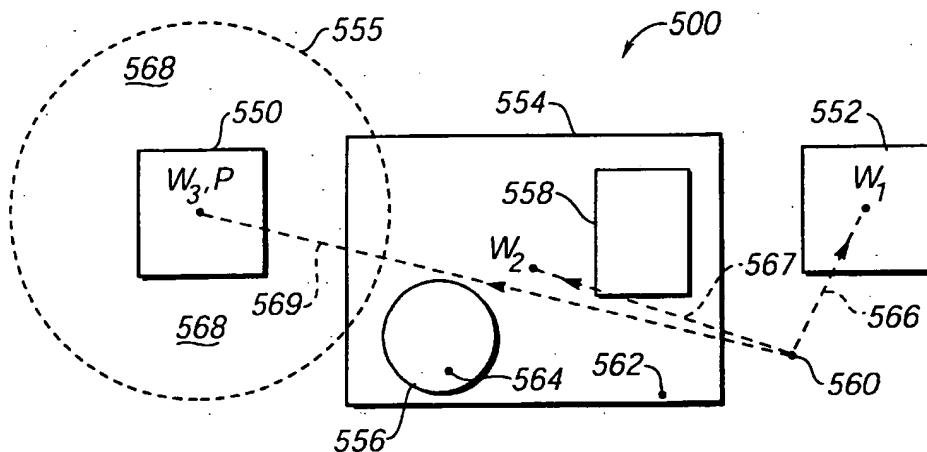


Figure 20a

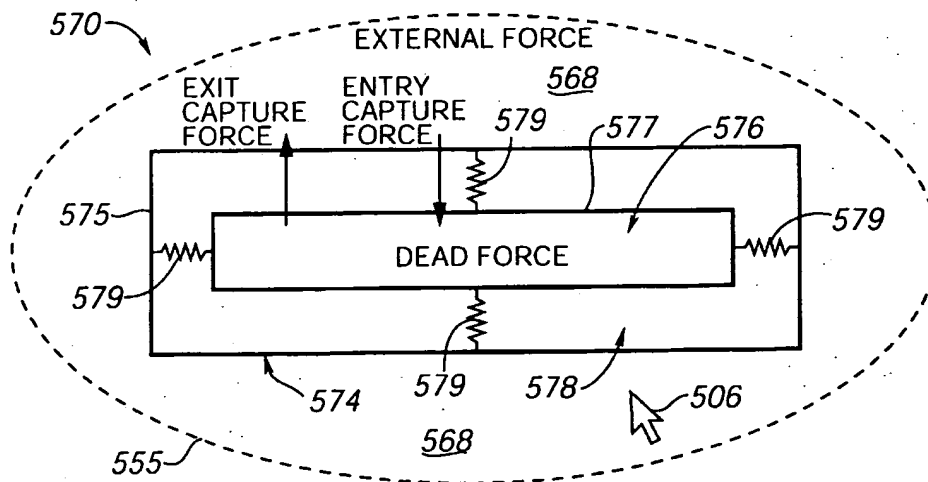


Figure 20b

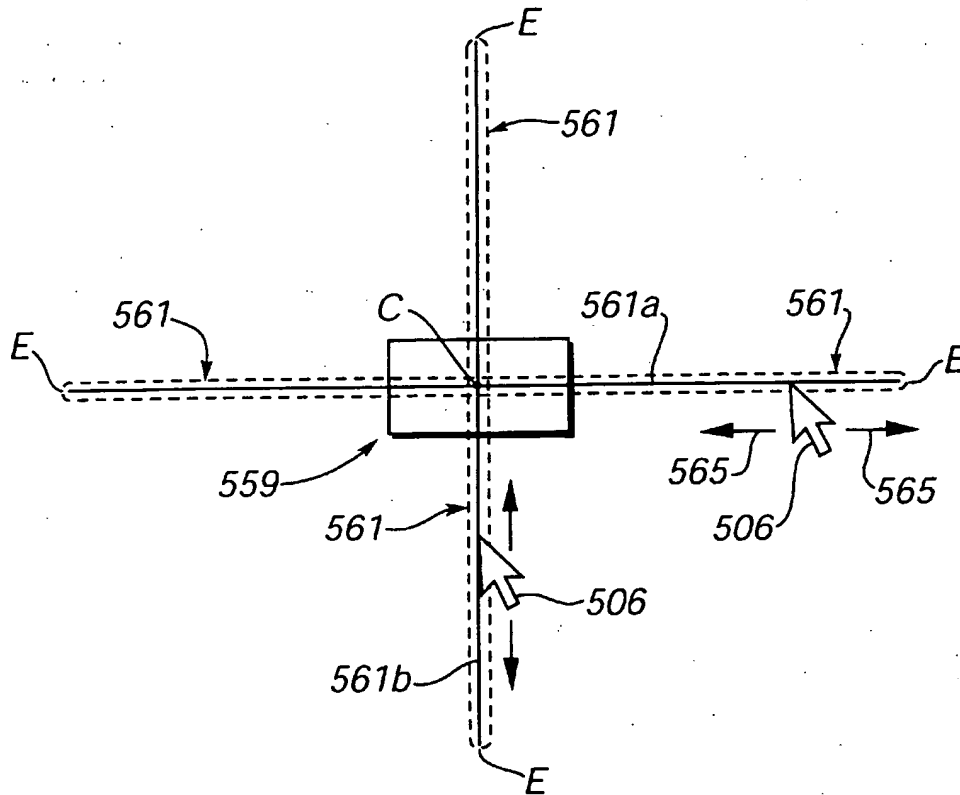


Figure 20c

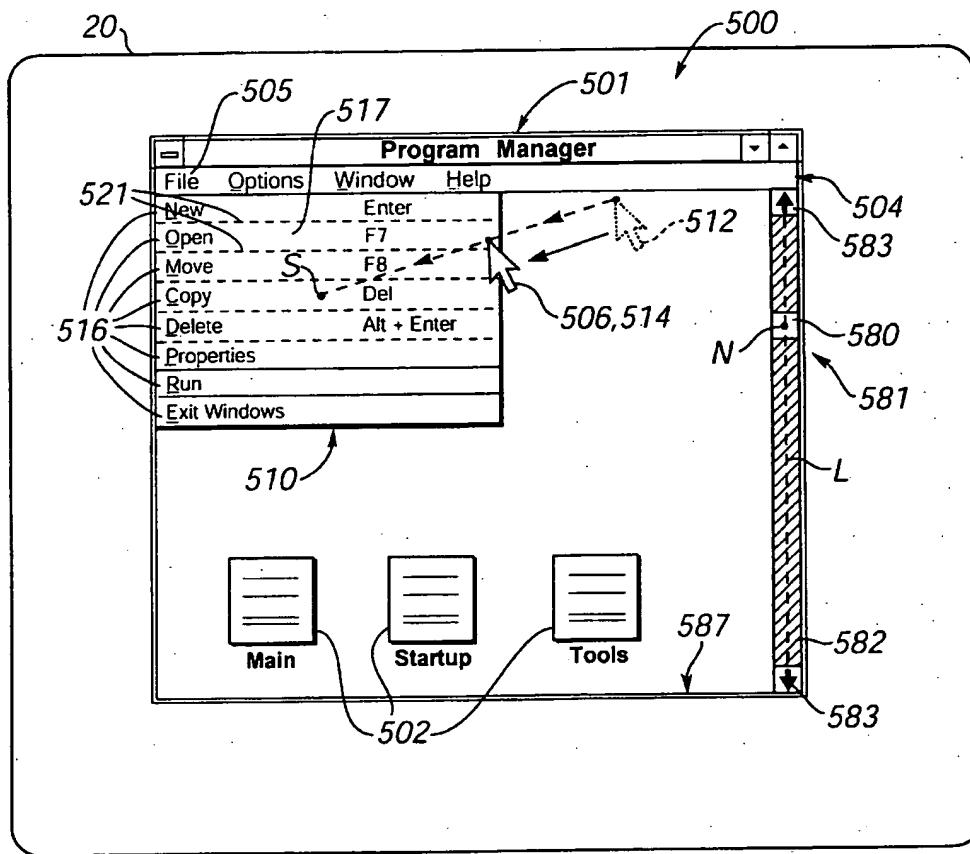


Figure 21

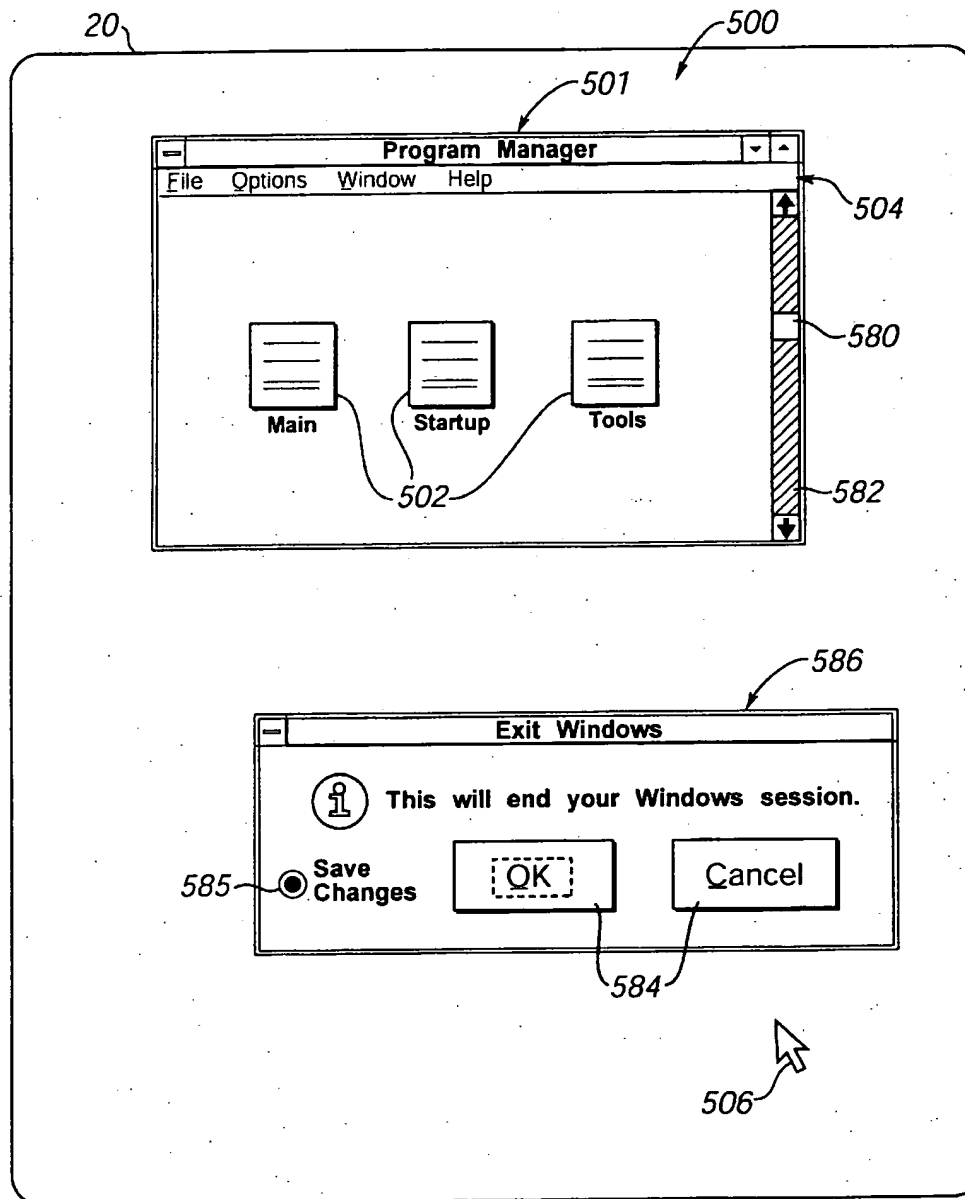


Figure 22



610 →

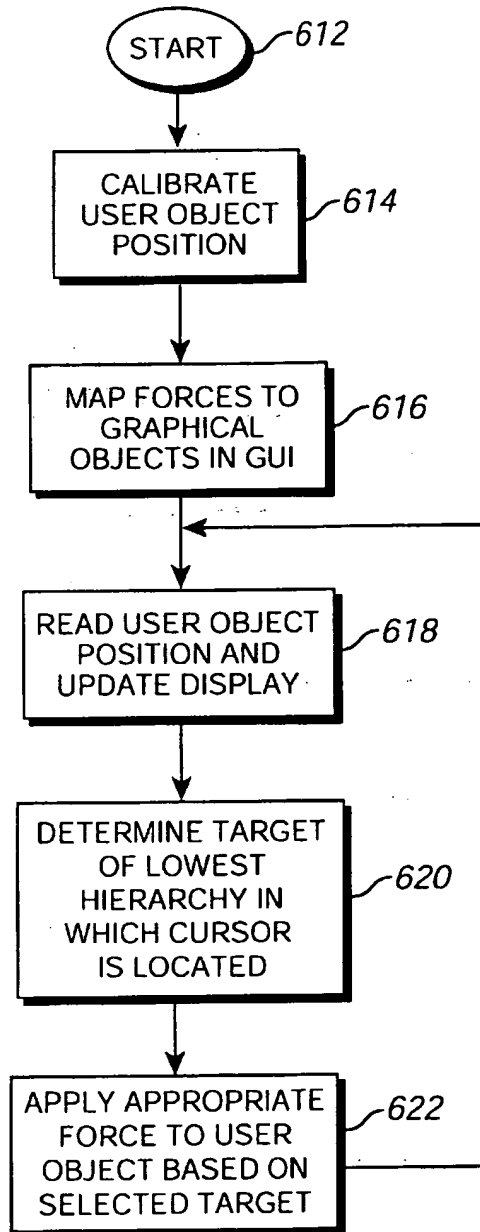
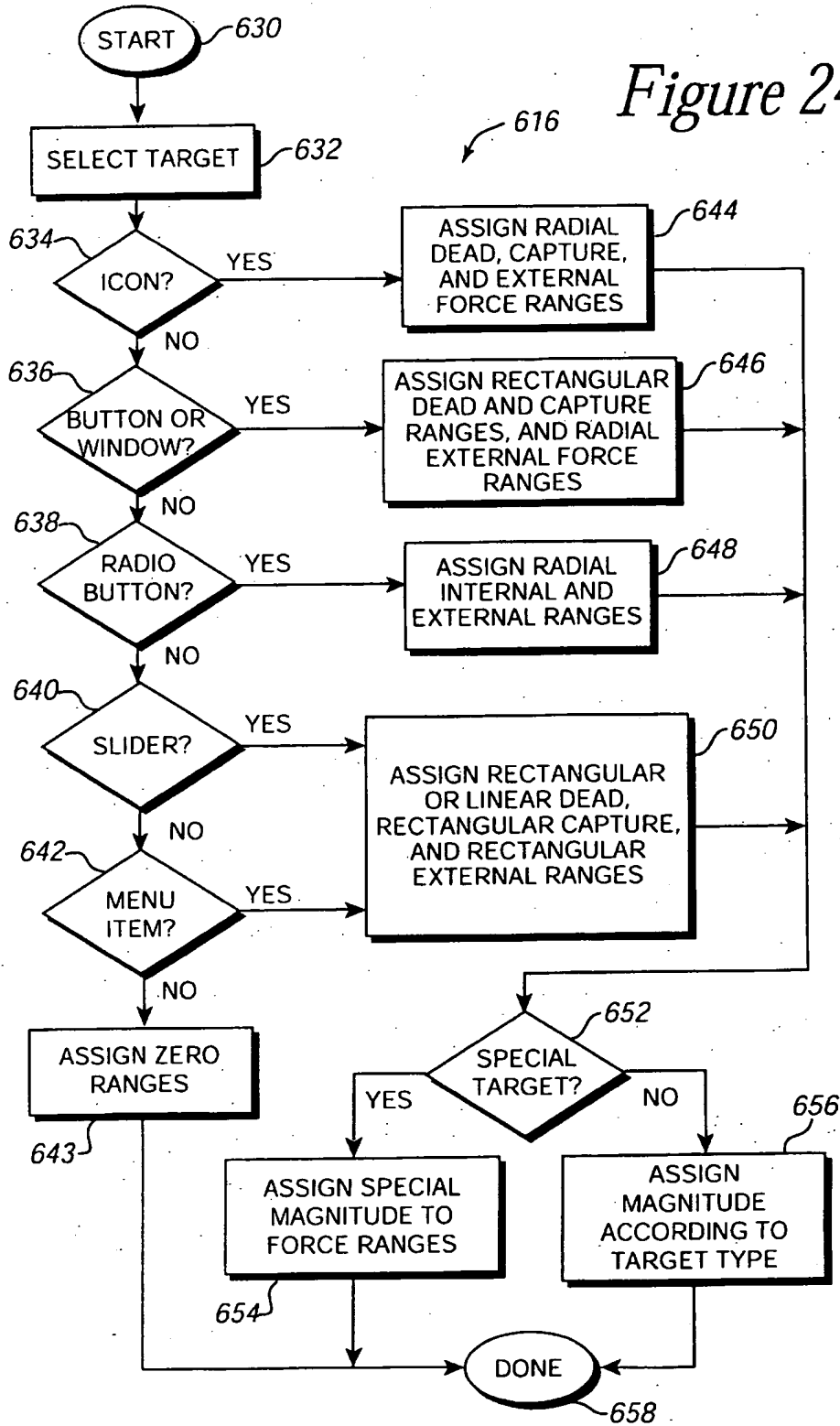


Figure 23



Figure 24



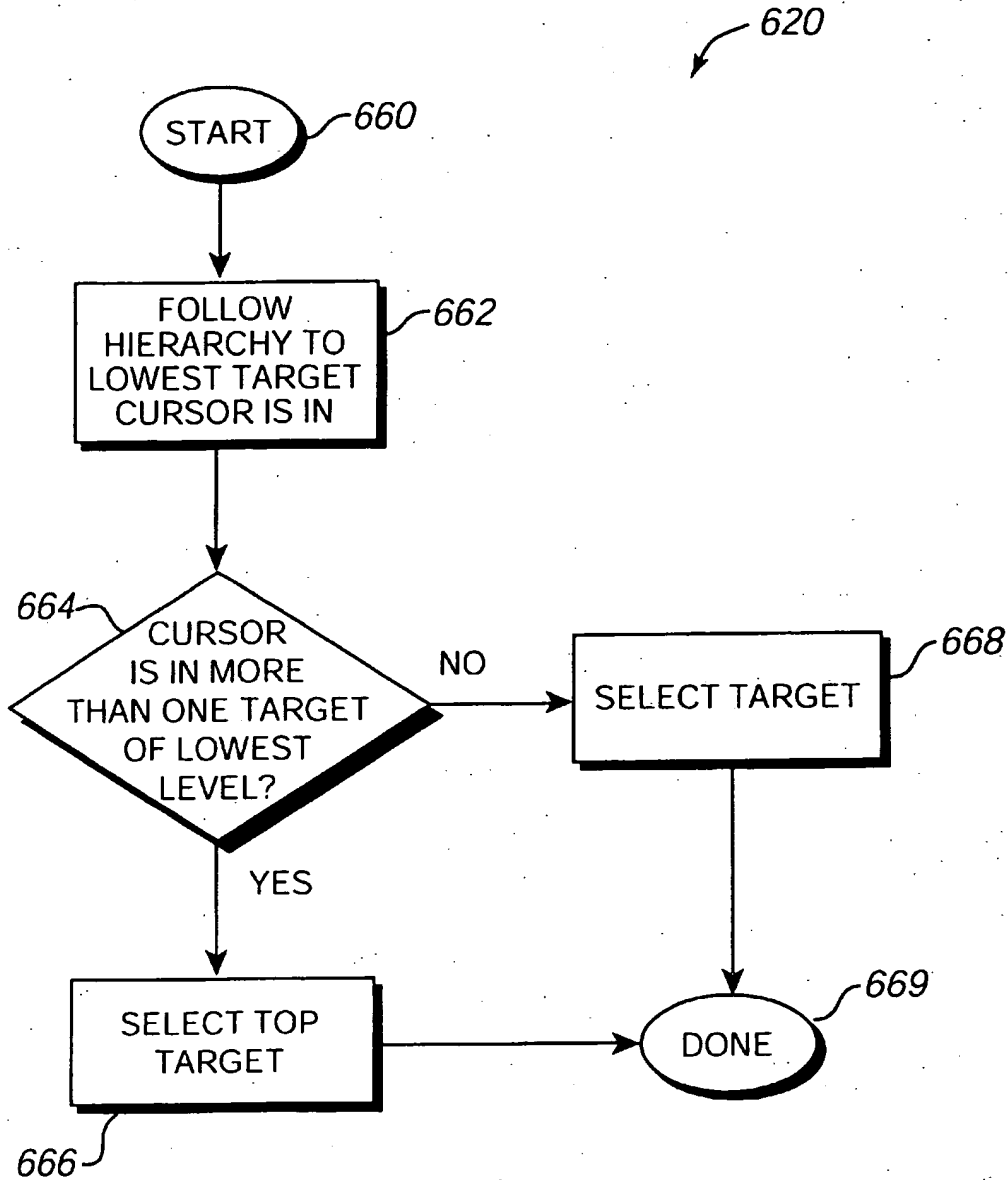


Figure 25

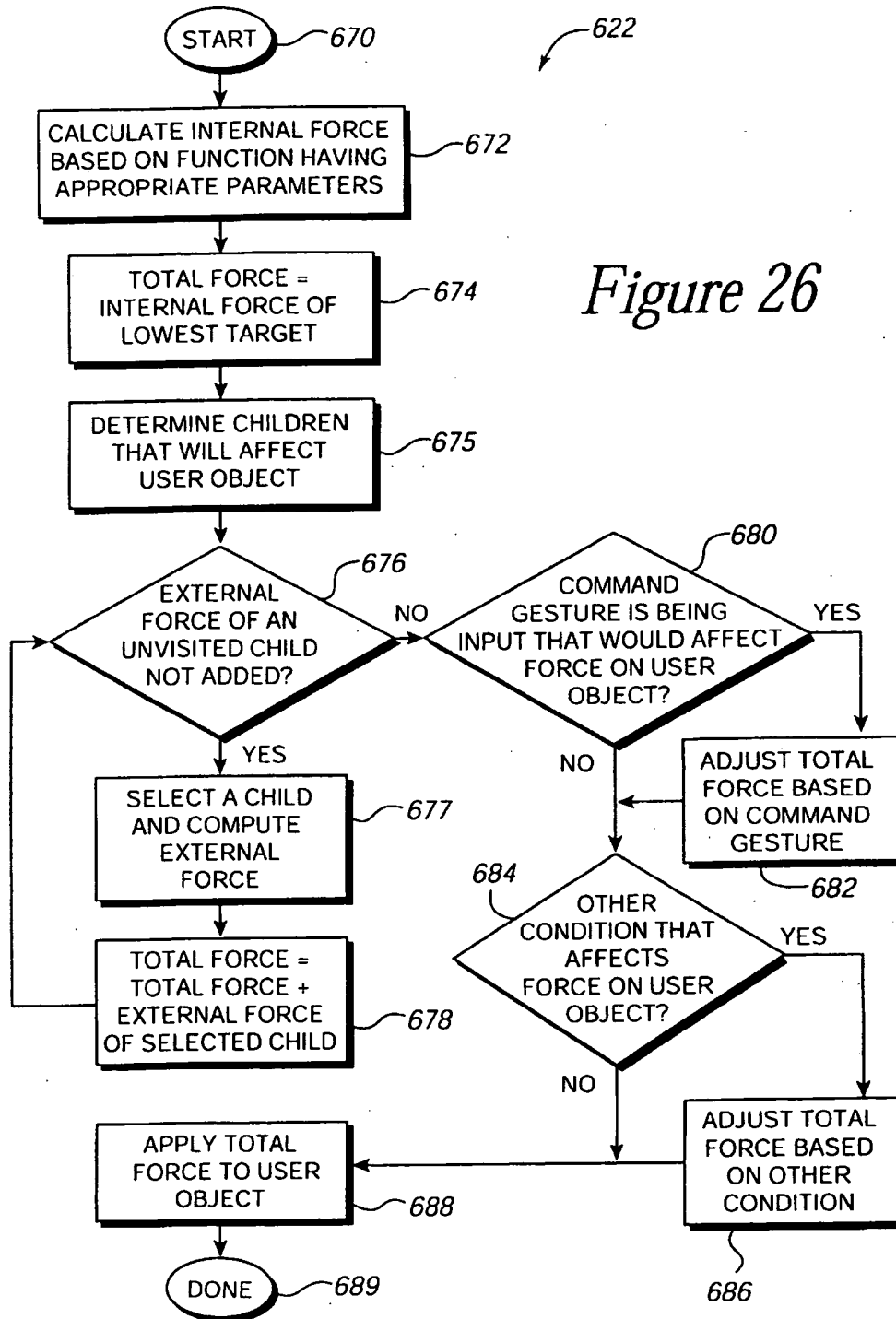




Figure 27

